



**USAID**  
FROM THE AMERICAN PEOPLE

# Registering for Federal Award Systems

## Part C: SAM



- Welcome to our e-module series on “How to Work with USAID.”
- This e-module is the third part on Registering for Federal Award Systems and focuses on Registering for the System for Award Management (SAM). We hope you find this information to be helpful and welcome your feedback.

## Objectives of E-Module

- The objectives of this e-module are to:
  - understand SAM (System for Award Management) and why it is important;
  - become comfortable with SAM registration;
  - and learn best practices to avoid common problems with registration.
- Steps for registering with federal award systems:
  1. DUNS number;
  2. CAGE or NCAGE code;
  3. SAM.



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- The objectives of this e-module are to understand SAM, or the System for Award Management, and why it's important for your organization; to become comfortable with SAM registration; and to learn best practices to avoid common problems with SAM registration.
- As explained during the e-module on how to register for a DUNS number and to obtain a CAGE or NCAGE code, to be eligible for apply for U.S. federal awards, including for grants on grants.gov and for contracts on fedbizopps.gov, entities need to first obtain a DUNS number and then obtain a CAGE or NCAGE Code to then register for the System for Award Management (SAM).
- This e-module concentrates on registering for SAM, and assumes that you already have registered for a DUNS number and a CAGE or NCAGE Code.
- We'll spend most of our time in the e-module walking you through how to register with SAM.



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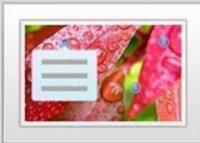
## System for Award Management (SAM)

- The **System for Award Management (SAM)** is the Official U.S. Government system that consolidated the capabilities of older systems.
- Register **AS SOON AS POSSIBLE!**
- Registration must be updated annually.
- Once registered, entities can apply for grants on [www.grants.gov](http://www.grants.gov) and for contracts on [www.fedbizopps.gov](http://www.fedbizopps.gov).
- There is no fee to register.



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- The **System for Award Management (SAM)** is the Official U.S. Government system that consolidated the capabilities of older systems including CCR/FedReg, ORCA, and EPLS.
- You should register with SAM as soon as possible to avoid jeopardizing grant or contract eligibility later on due to issues with SAM registration. Entities who need to register in SAM include prime contractors, sub-contractors and sub-recipients, organizations applying for assistance awards, those receiving loans, sole proprietors, corporations, and partnerships.
- Registration with SAM must be updated annually.
- Once registration with SAM is complete you will be able to apply for grants and contracts with the federal government using [www.grants.gov](http://www.grants.gov) and [www.fedbizopps.gov](http://www.fedbizopps.gov), including USAID awards.
- There is no fee to register.



## Register with SAM

*Labeled Graphic - 8 Labels (Including Introduction)*

Last Modified: Mar 17, 2017 at 10:47 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

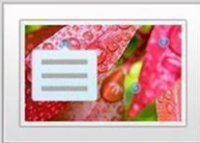
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Create an Individual Account

*Labeled Graphic - 1 Label*

Last Modified: Mar 14, 2017 at 09:34 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

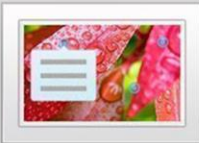
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



### Required Information

*Labeled Graphic - 2 Labels (Including Introduction)*

Last Modified: Mar 14, 2017 at 03:17 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

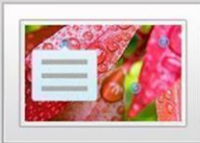
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Review and Submit

*Labeled Graphic - 1 Label*

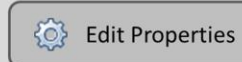
Last Modified: Mar 14, 2017 at 03:15 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)



## Confirm Initial Registration

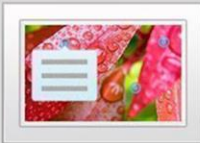
- Click on link in email to confirm registration.
- Once on SAM website, click “Done.”
- Accept SAM Terms and Conditions to complete registration.



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- Next SAM.gov will send a confirmation to your e-mail address you provided. Click on the link included in the e-mail from [www.SAM.gov](http://www.SAM.gov) to activate your account.
- You will be taken to the [www.SAM.gov](http://www.SAM.gov) website. Once you verify your registration you will be shown a confirmation. Click “Done” to continue.
- You must then accept SAM's Terms and Conditions in order to complete your initial registration.





## Return to sam.gov

*Labeled Graphic - 2 Labels*

Last Modified: Mar 02, 2017 at 04:42 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

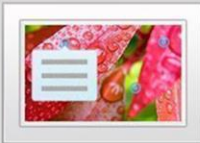
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Terms and Conditions

*Labeled Graphic - 1 Label*

Last Modified: Mar 02, 2017 at 04:43 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

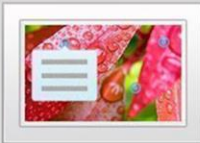
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Register/Update Entity

*Labeled Graphic - 1 Label*

Last Modified: Mar 17, 2017 at 11:09 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

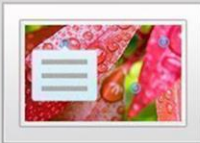
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



### Required Information

*Labeled Graphic - 6 Labels (Including Introduction)*

Last Modified: Apr 06, 2017 at 02:49 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

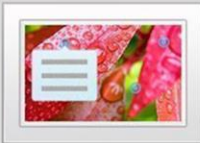
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Purpose of Registration

*Labeled Graphic - 2 Labels*

Last Modified: Mar 02, 2017 at 04:46 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

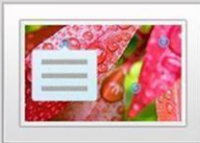
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



### Progress Outline

*Labeled Graphic - 4 Labels (Including Introduction)*

Last Modified: Mar 06, 2017 at 10:09 AM

#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)


Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



### DUNS Error

*Labeled Graphic - 1 Label*


Last Modified: Mar 02, 2017 at 04:48 PM


#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

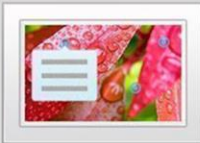
Prev/Next player buttons go to: [Step in interaction](#)

 Edit in Engage

 Edit Properties

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When entering DUNS information for SAM registration it is important to enter information exactly the same as you entered during DUNS registration. If you do not enter the information in exactly the same manner, you will receive an error message stating that your DUNS information is invalid. Verify that you entered your information correctly and fix any mistakes in order to continue. If you are completely sure that you entered the DUNS information exactly how you entered it during DUNS registration, you may need to contact customer support for DUNS, SAM, and a representative at USAID.



## DUNS Confirmation

*Labeled Graphic - 3 Labels (Including Summary)*

Last Modified: Mar 06, 2017 at 10:09 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

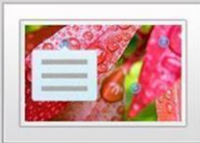


Edit in Engage



Edit Properties





### Business Information

*Labeled Graphic - 4 Labels (Including Introduction)*

Last Modified: Mar 06, 2017 at 10:09 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

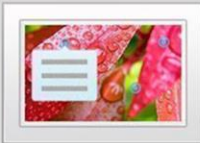
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Mailing Address

*Labeled Graphic - 3 Labels*

Last Modified: Apr 06, 2017 at 02:49 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

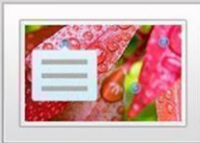
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Tax Identification Number

*Labeled Graphic - 3 Labels (Including Introduction)*

Last Modified: Apr 06, 2017 at 02:55 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

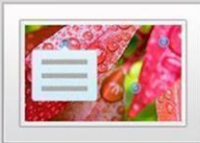
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



### CAGE/NCAGE Codes

*Labeled Graphic - 2 Labels*

Last Modified: Mar 03, 2017 at 11:25 AM

#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

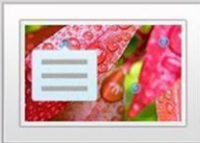
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



### Incorrect NCAGE Code

*Labeled Graphic - 1 Label*

Last Modified: Mar 03, 2017 at 11:25 AM

#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

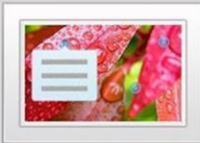


Edit in Engage



Edit Properties

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### Immediate Owner

*Labeled Graphic - 1 Label*

Last Modified: Mar 03, 2017 at 10:39 AM

#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

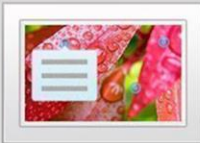


Edit in Engage



Edit Properties

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### Highest Level Owner

*Labeled Graphic - 2 Labels*

Last Modified: Mar 06, 2017 at 11:04 AM

#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

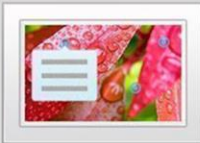
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



### Business Information

*Labeled Graphic - 3 Labels*

Last Modified: Mar 06, 2017 at 11:05 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

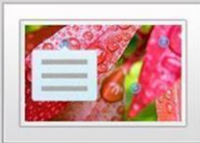


Edit in Engage



Edit Properties





## Native American Entities

*Labeled Graphic - 1 Label*

Last Modified: Mar 03, 2017 at 10:40 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

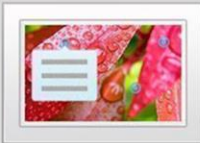
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Business or Organization Types

*Labeled Graphic - 3 Labels*

Last Modified: Mar 03, 2017 at 10:40 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

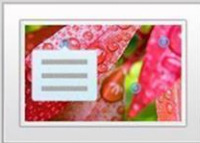
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Socio-Economic Categories

*Labeled Graphic - 3 Labels*

Last Modified: Mar 03, 2017 at 10:41 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

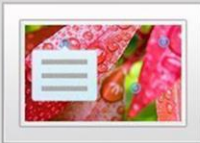


Edit in Engage



Edit Properties

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## Electronic Funds Transfer (EFT)

*Labeled Graphic - 1 Label*

Last Modified: Mar 03, 2017 at 10:41 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

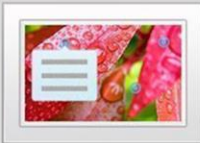
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Gross Revenue

*Labeled Graphic - 3 Labels*

Last Modified: Mar 03, 2017 at 10:42 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

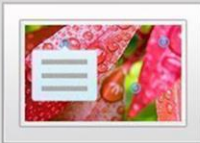
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Criminal Proceedings

*Labeled Graphic - 2 Labels (Including Introduction)*

Last Modified: Mar 09, 2017 at 04:00 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

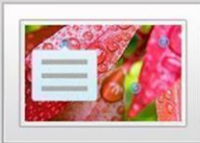
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



### Current Proceedings

*Labeled Graphic - 2 Labels*

Last Modified: Mar 06, 2017 at 11:06 AM

#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

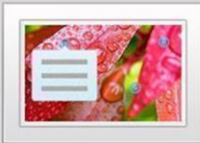
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Information Opt-Out

*Labeled Graphic - 3 Labels*

Last Modified: Mar 17, 2017 at 11:20 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

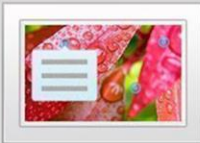


Edit in Engage



Edit Properties





### Review Core Data

*Labeled Graphic - 2 Labels (Including Introduction)*

Last Modified: Apr 06, 2017 at 02:57 PM

#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties

## Assistance Only – Skip to POC

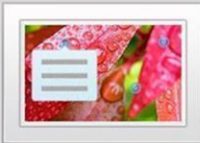


If only applying for Assistance Grants, Click here to skip to Points of Contact

If only or also applying for Contracts, Click here to continue to Assertions

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If you are only applying for assistance awards from the federal government, skip now to Points of Contact. If you are also applying for contracts, continue to the next slide.



## Assertions

*Labeled Graphic - 1 Label*

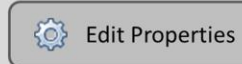
Last Modified: Mar 03, 2017 at 10:44 AM

### PROPERTIES

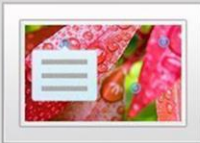
Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)



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## North American Industry Classification System (NAICS) Codes

*Labeled Graphic - 1 Label*

Last Modified: Mar 03, 2017 at 10:44 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

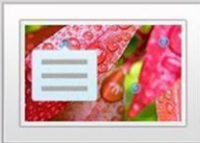


Edit in Engage



Edit Properties

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## North American Industry Classification System (NAICS) Codes

*Labeled Graphic - 1 Label*

Last Modified: Apr 06, 2017 at 02:53 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

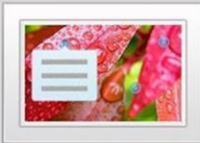
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Product and Service Codes

*Labeled Graphic - 2 Labels*

Last Modified: Mar 03, 2017 at 10:45 AM

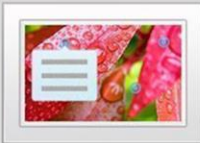
### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)





### Size Metrics

*Labeled Graphic - 3 Labels (Including Introduction)*

Last Modified: Mar 03, 2017 at 10:45 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

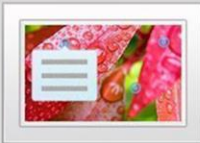
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Electronic Data Interchange

*Labeled Graphic - 2 Labels*

Last Modified: Mar 03, 2017 at 10:45 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

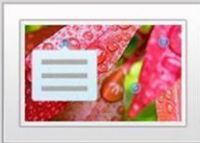


Edit in Engage



Edit Properties





## Disaster Relief Data

*Labeled Graphic - 2 Labels*

Last Modified: Mar 03, 2017 at 10:46 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

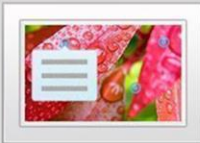
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Review Assertions

*Labeled Graphic - 2 Labels (Including Introduction)*

Last Modified: Mar 06, 2017 at 10:42 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

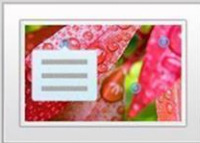
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## FAR Questionnaire

*Labeled Graphic - 2 Labels*

Last Modified: Mar 06, 2017 at 10:43 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

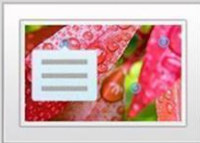
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## FAR Questions

*Labeled Graphic - 1 Label*

Last Modified: Mar 06, 2017 at 09:38 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

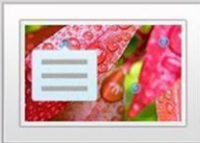
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Department of Defense

*Labeled Graphic - 1 Label*

Last Modified: Mar 06, 2017 at 10:44 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

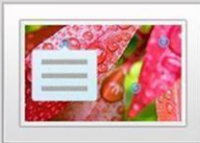
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



### Save and Continue

*Labeled Graphic - 1 Label*

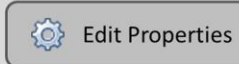
Last Modified: Mar 06, 2017 at 10:44 AM

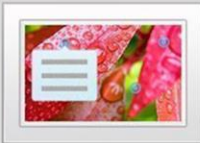
#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)





## FAR and DFAR Provisions

*Labeled Graphic - 2 Labels*

Last Modified: Mar 03, 2017 at 10:48 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

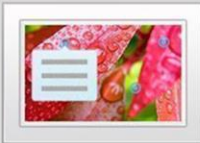
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## Points of Contact (POCs)

*Labeled Graphic - 1 Label*

Last Modified: Mar 03, 2017 at 10:49 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

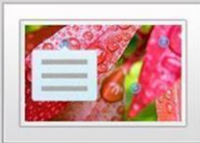


Edit in Engage



Edit Properties





### Mandatory POCs

*Labeled Graphic - 1 Label*

Last Modified: Mar 03, 2017 at 10:49 AM

#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

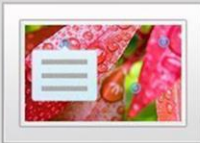
Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties



## One Person, Multiple POCs

*Labeled Graphic - 1 Label*

Last Modified: Mar 03, 2017 at 10:50 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

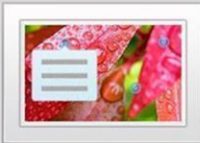


Edit in Engage



Edit Properties

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### Save and Continue

*Labeled Graphic - 1 Label*

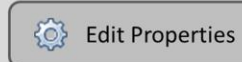
Last Modified: Mar 03, 2017 at 10:50 AM

#### PROPERTIES

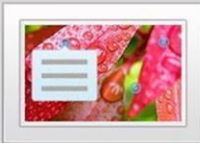
Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)



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## Small Business Association

*Labeled Graphic - 2 Labels*

Last Modified: Mar 03, 2017 at 10:51 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

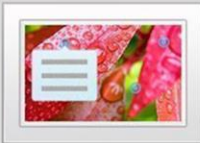


Edit in Engage



Edit Properties

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## Review Registration

*Labeled Graphic - 2 Labels (Including Introduction)*

Last Modified: Mar 03, 2017 at 10:51 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

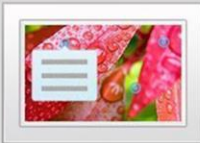


Edit in Engage



Edit Properties

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## Confirmation

*Labeled Graphic - 1 Label*

Last Modified: Mar 03, 2017 at 10:51 AM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

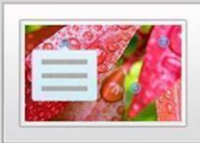


Edit in Engage



Edit Properties

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## Submission and Registration Renewal

*Labeled Graphic - 1 Label*

Last Modified: Apr 06, 2017 at 02:59 PM

### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)

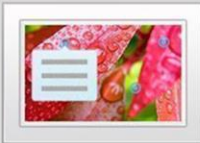


Edit in Engage



Edit Properties

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### Update Registration

*Labeled Graphic - 1 Label*

Last Modified: Mar 02, 2017 at 04:41 PM

#### PROPERTIES

Show interaction in menu as: [Multiple items](#)

Allow user to leave interaction: [At any time](#)

Prev/Next player buttons go to: [Step in interaction](#)



Edit in Engage



Edit Properties

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**USAID**  
FROM THE AMERICAN PEOPLE

## Completing the SAM Registration

- Confirmation email within 24-28 hours.
- Second email stating whether successful or unsuccessful.
  - If unsuccessful will receive details as to why and what to fix
- Up to 10 business days for international registration for SAM.
- Plan ahead and register as early as possible.



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- After clicking register, you will receive a confirmation email within 24-48 hours.
- Then you will receive a second email stating whether you have successfully or unsuccessfully registered in SAM. If unsuccessful, the email will contain details as to what errors must be fixed, for example (N)CAGE validation was not successful, this is usually due to information not exactly same between the systems.
- For international organizations, it may take up to 10 days to receive confirmation of successful SAM registration.
- Do plan ahead and register for a DUNS number, (N)CAGE code, and for SAM as early as possible so that if you do receive an email noting errors you can fix them and move ahead.

## Updates

- **Updates** to your information – must be made in DUNS, (N)CAGE (confirming in BINCS), & SAM.



- For more Resources see tab at the top right corner.
- Federal Service Desk – [www.fsd.gov](http://www.fsd.gov).
- Send feedback to [howtoworkwithusaid@usaid.gov](mailto:howtoworkwithusaid@usaid.gov).

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- If you need to make any updates to your business data, such as a change to the name of your organization or address, then you should make updates in DUNS, CAGE/NCAGE (including confirmation in BINCS), and SAM so that the information remains exactly the same between all systems.
- This concludes our e-module for SAM registration. As you are registering with SAM, if you have questions, feel free to refer back to this e-module. You may also refer to the resources included in the top right corner of the screen or the Federal Service Desk at [www.fsd.gov](http://www.fsd.gov) for answers to the most common questions.
- Thank you for your time, and we hope that you have found this e-module to be helpful. We also appreciate your feedback, which may be sent to [howtoworkwithusaid@usaid.gov](mailto:howtoworkwithusaid@usaid.gov).



This E-Module was produced by the United States Agency for International Development.

This project includes the past collected efforts by the New Partners Initiative, Capable Partners Program, and USAID Staff.

USAID is appreciative of all the individuals who contributed their time and ideas towards the development of this e-module series.